WE CLAIM:

1.   A method for a player to play a casino game, the method comprising the steps of:

providing a virtual matrix having a plurality of grid elements;

randomly associating a hidden pattern on said virtual matrix, said hidden pattern having a plurality of matrix entries, each of said plurality of matrix entries assigned to one of said plurality of grid elements;

providing a gaming matrix having a plurality of visible positions, each of said plurality of visible positions corresponding to one of said plurality of grid elements;

receiving an input signal from the player, said input signal identifying one of said plurality of visible positions on said gaming matrix;

determining the input signal to be a hit when the identified visible position corresponds to a grid element having a matrix entry and to be a miss otherwise;

displaying on said gaming matrix the matrix entry when said matrix entry is assigned to the corresponding grid element of the virtual matrix in response to receiving the input signal from the player;

awarding the player based on hits and misses.

2.   The method of claim 1 wherein the step of awarding the player only occurs when the input signal is determined to be a hit.

3.   The method of claim 1 further comprising the step of activating a media presentation in response to the step of determining the input signal to be a hit.

4.   The method of claim 1 wherein the step of displaying further displays on the gaming matrix all of the remaining plurality of matrix entries of the hidden pattern thereby fully displaying the hidden pattern on said gaming matrix.

5.   The method of claim 1 further comprising the step of receiving the hidden pattern from the player, said hidden pattern chosen by the player from a plurality of hidden patterns before the step of randomly placing the hidden pattern on the virtual matrix.

6.   The method of claim 1 further comprising the step of randomly selecting a hidden pattern from a plurality of hidden patterns.

7.   The method of claim 1 wherein the step of awarding the player is based on an award value and further comprising the step of modifying the award value in response to the step of determining the input signal to be a miss wherein the modified award value for a given 5   number of misses is greater than or equal to a modified award value for the given number plus one number of misses.

8.   The method of claim 1 wherein the step of determining the input signal to be a hit includes the steps of receiving an additional input signals from the player and wherein the step of awarding the player provides a further award when all of the aforesaid input signals 5   are hits so as to fully display the hidden pattern on said gaming matrix.

9.   The method of Claim 1 further comprising the step of receiving a wager before the step of receiving the input signal from the player.

10. The method of Claim 1 further comprising the step of receiving a bonus condition from an underlying game before the step of receiving an input signal from the player.

11. A method for playing a casino game, the method comprising the steps of:

(a) providing a virtual matrix having a plurality of grid elements;

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(b) randomly placing a hidden pattern on said virtual matrix, said hidden pattern having a plurality of matrix entries, each of said plurality of matrix entries assigned to one of said plurality of grid elements;

(c) providing a gaming matrix having a plurality of visible positions, each of said plurality of visible positions corresponding to one of said plurality of grid elements;

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(d) receiving an input signal from a player, said input signal corresponding to at least one of said plurality of visible positions on said gaming matrix;

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(e) determining the input signal to be a hit when the identified visible position corresponds to a grid element having a matrix entry and to be a miss otherwise;

(f) displaying on said gaming matrix the corresponding grid element of the virtual matrix in response to receiving the input signal from the player;

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(g) repeating steps (d) through (f) until a play-over signal is received;

(h) repeating steps d) and e) until either an empty indicator or each matrix entry of the hidden pattern is displayed on said gaming matrix, in response to the step f) of receiving said play-over signal;

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(i)   awarding the player in response to receiving at least one input signal determined to be a hit.

12.   The method of claim 11 further comprising the step of generating the play-over signal in step g) in response to repeating steps d) and e) for a predetermined number of repetitions.

13.   The method of claim 11 further comprising the step of generating the play-over signal in step g) in response to a predetermined number of misses occurring.

14.   The method of claim 11 further comprising the step of generating the play-over signal in step g) in response to receiving a solve signal from the player.

15.   The method of claim 11 further comprising the step of activating a first media presentation in response to the step f) wherein the corresponding grid element contains said matrix entry.

16.   The method of claim 11 further comprising the step of activating a second media presentation in response to the step f) wherein the corresponding grid element contains said empty indicator.

17.   The method of claim 11 further comprising the step of allowing the player to select the hidden pattern from a plurality of hidden patterns before the step b) of randomly placing the hidden pattern on the virtual matrix.

18.   The method of claim 11 further including the step of awarding the player is based on an award value and further comprising the step of modifying the award value in response to the

step of determining the input signal to be a miss wherein the modified

5 award value for a given number of misses is greater than or equal to a

modified award value for the given number plus one number of

misses.

19. The method of claim 11 wherein the step h) of awarding

the player further includes the step of receiving an additional input

signal from the player.

20. The method of claim 11 further comprising the step of

receiving a wager before the step d) of receiving the input signal from

the player.

21. The method of claim 11 further comprising the step of

receiving a bonus signal from an underlying game before the step d)

of receiving the input signal from the player.

22. A method for a player to play a casino game, the

method comprising the steps of:

(a) providing a virtual matrix having a plurality of grid
elements;

5 (b) randomly placing a hidden pattern on said virtual matrix,
said hidden pattern having a plurality of matrix entries;

(c) providing a gaming matrix having a plurality of visible
positions, each of said plurality of visible positions
corresponding to one of said plurality of grid elements;

10 (d) receiving a bonus signal from an underlying game;

(e) receiving an input signal from a player, said input signal
corresponding to at least one of said plurality of visible
positions on said gaming matrix, in response to
receiving the bonus signal from the underlying game;

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    (f)   displaying on said gaming matrix the corresponding grid element of the virtual matrix in response to receiving the input signal from the player; and

    (g)   returning to said underlying game in response to an unmatched input signal.

    23.   The method of claim 22 further comprising the steps of:

    (a)   waiting for a predetermined time period to receive a solve signal in response to a matched input signal;

    (b)   repeating steps e) through g) in response to receiving

5   the solve signal;

    (c)   returning to said underlying game in response to the end of said predetermined time period.

    24.   The method of claim 22 further comprising the step of awarding the player in response to displaying each matrix entry of the hidden pattern on said gaming matrix.

    25.   The method of claim 22 further comprising the step of awarding the player in response to displaying all matrix elements in the hidden pattern.

    26.   A method for a player to play a bonus game while playing an underlying game, the method comprising the steps of:

    starting play of the bonus game when a first bonus condition occurs in the play of the underlying game,

5   randomly associating a plurality of hidden patterns in a gaming matrix having a plurality of grid elements displayed to a player,

    playing the bonus game in the following steps:

(a) receiving an input signal from the player corresponding to one of said plurality of grid elements on said displayed gaming matrix,

(b) indicating all grid elements forming a hidden pattern in one of said plurality of hidden patterns as a hit in said displayed gaming matrix when said input signal corresponds to a grid element of the aforesaid hidden pattern,

(c) adding an escrow value to an escrow display in response to the step of indicating a hit,

(d) indicating only the grid element receiving said input signal as a miss when the aforesaid grid element does not form a part of any of said plurality of hidden patterns, and

(e) repeating steps (a) through (d) for each subsequent bonus condition occurring in the play of the underlying game until all of said plurality of hidden patterns are indicated as a hit,

awarding the player a value based on the final escrow value shown in the escrow display.

27. The method of claim 26 further comprising the steps of:

determining the number of misses in response to the step of indicating a miss,

associating a multiple value to the determined number of misses, said multiple value being higher for a low number of misses and said multiple value being lower for a high number of misses,

awarding the player the associated multiple value times the final escrow value.

28. The method of claim 27 wherein the associated multiple value is selected from a predetermined number of multiple values in a range.

29. The method of claim 26 further comprising the step of awarding the player a bonus payoff for each bonus condition occurrence.

30. The method of claim 26 further comprising the step of awarding the player a bonus payoff in response to indicating a hit.

31. A method for a player to play a bonus game while playing an underlying game, the method comprising the steps of:

starting play of the bonus game when a first bonus condition occurs in the play of the underlying game,

5   randomly associating at least one hidden pattern in a gaming matrix having a plurality of grid elements displayed to a player,

playing the bonus game in the following steps:

(a) receiving an input signal from the player corresponding to one of said plurality of grid elements on said

10   displayed gaming matrix,

(b) indicating the one grid element forming said at least one hidden pattern as a hit in said displayed gaming matrix when said input signal corresponds to a grid element of the at least one hidden pattern,

15   (c) adding an escrow value to an escrow display in response to the step of indicating a hit,

(d) indicating the one grid element receiving said input signal as a miss when the aforesaid grid element does not form a part of said at least one hidden pattern, and

20   (e)   repeating steps (a) through (d) for each subsequent bonus condition occurring in the play of the underlying game until all of the grid elements forming said at least one hidden pattern are indicated as a hit,

awarding the player based on the final escrow value shown in

25   the escrow display.

32.   The method of claim 31 further comprising the steps of:

determining the number of misses in response to the step of indicating a miss,

associating a multiple value to the determined number of

5   misses, said multiple value being higher for a low number of misses and said multiple value being lower for a high number of misses,

awarding the player the associated multiple value times the final escrow value.

33.   The method of claim 32 wherein the associated multiple value is selected from a predetermined number of multiple values in a range.

34.   The method of claim 31 further comprising the step of awarding the player a bonus payoff for each bonus condition occurrence.

35.   The method of claim 31 further comprising the step of awarding the player a bonus payoff in response to indicating a hit.